

A 3D rendered scene from Blender. In the foreground, a brown llama with large, expressive eyes stands on the right, looking towards a small penguin on the left. The penguin is standing in a small pool of water and looking up at a single red tomato on a green stem. In the background, there are snow-covered mountains and a group of penguins. The scene is set in a bright, sunny environment with a clear blue sky.

Blender Foundation – Community Meeting SIGGRAPH 2016

Ton Roosendaal
Blender Foundation/Institute
Amsterdam, the Netherlands

A Blender 2.78 render of a penguin colony in Antarctica. In the foreground, a small penguin chick stands in a pool of water, looking at a red fruit on a green plant. To the right, a brown llama stands on the ice, looking at the chick. In the background, several adult penguins are visible on the ice, and snow-covered mountains rise under a clear blue sky.

15th Blender Birds of Feather!

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Today's presentation

- Introduction round
- What is Blender
- Who makes Blender
- Development, past year and roadmap
- Future projects



Introduction round

- First name, City, Country
- Occupation
- What you do with 3D or Blender



Blender

Free/Open source 3D creation suite

- Made by, and made for artists
- Cover the full pipeline for 3D creation

Modeling

Animation

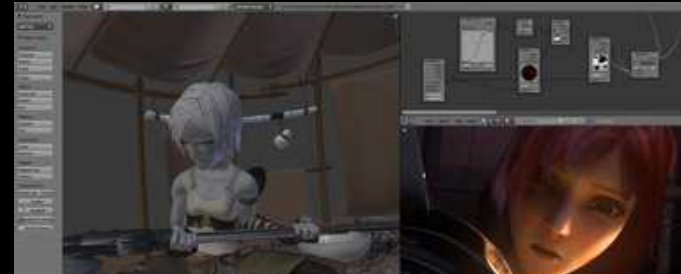
Shading/Texture

Render

Composite

Camera/Motion track

Game creation and playback





What is Blender

- Cross platform: releases for Windows, Mac OS X, Linux
- Highly portable, OpenGL UI (Android prototype)
- Development in C, C++.
- Strong Python scripting integration
- Small footprint (70-160 MB) and installation-free
- 500k downloads per month



What is Blender

Blender Foundation goal is to make

A free and open source
complete 3D creation suite
for independent artists and
small teams

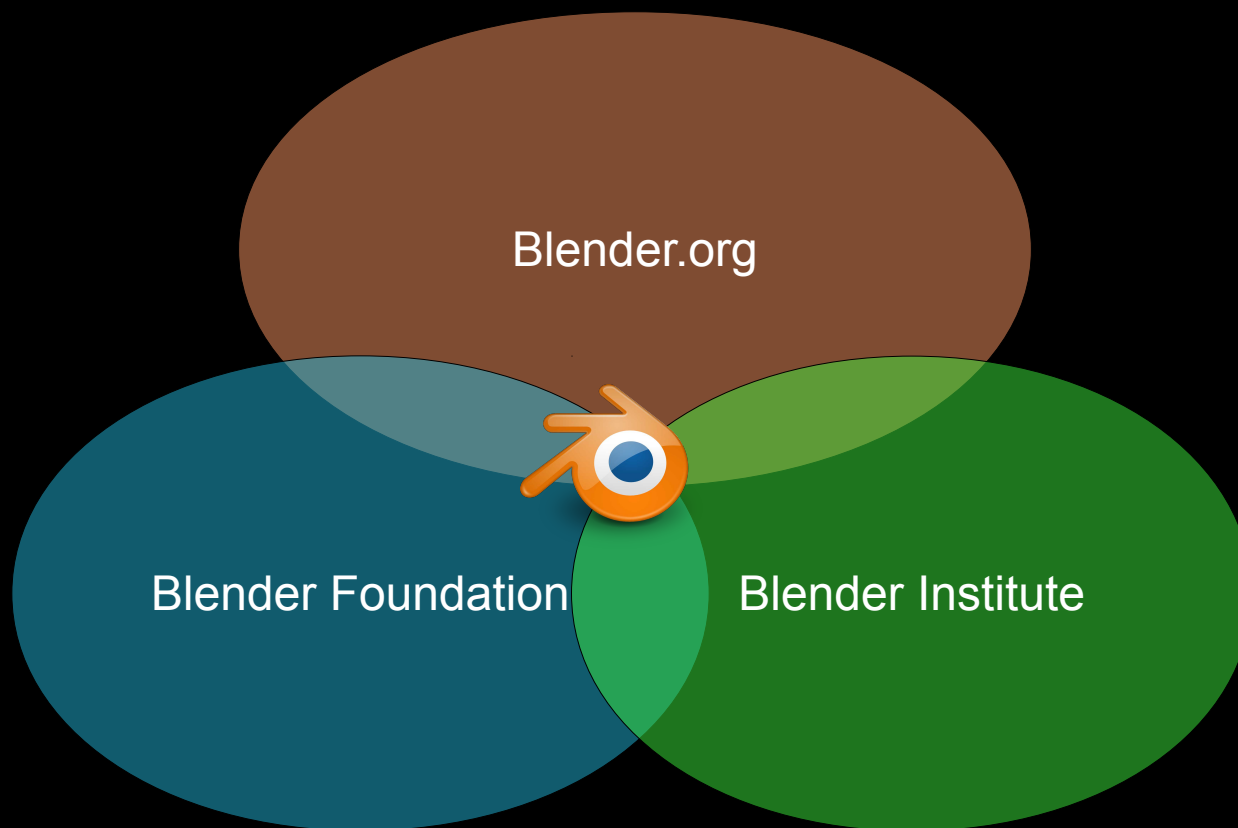


What is Blender

GNU GPL license (“Free Software”)

A guarantee that Blender
Will remain free. For ever.

Who makes Blender



Who makes Blender

Blender.org

- Developers and User community
- Open projects, 100% public
- Releases, branches, etc

Blender Foundation

- Non profit public benefit org
- IP on urls, brand, sources
- Development Fund
- Facilitates blender.org

Blender Institute

- For profit corporation
- Rent offices, employees
- BF administration, conferences
- Open Movies
- E-store, Blender Cloud
- Facilitates bigger dev projects



Who makes Blender

(blender.org = you!)

- Blender is a true community effort
- 90+ active developers and authors
- 150-200 more irregular contributors
- Hundreds of websites, including daily news
- 20-50,000 people participating online in dozens of communities.



Who makes Blender

The industry

Growing interest from corporations to sponsor development

- Valve, Epic Games
- AMD, Nimble Collective
- Tangent Animation, and many more studios via Dev Fund
- Google, HP, Dell, Nvidia, Intel, Apple, ...

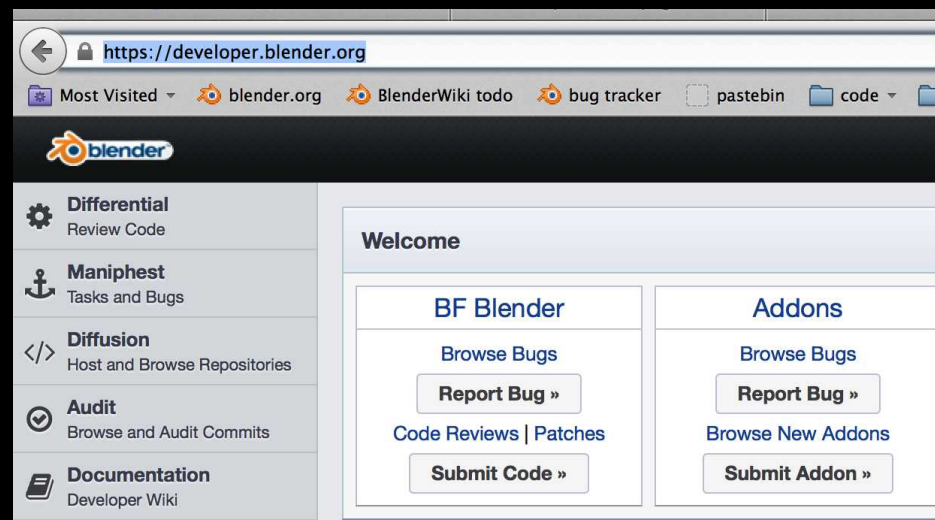
Industry embracing open source

- ILM – OpenEXR, Alembic
- Pixar – OpenSubdiv, USD
- Sony Imageworks – Open Shading/Color/Image
- Disney: PTex



Who makes Blender

blender.org organization



- Module owner teams
Developers + Stakeholder Artists
- Mailing lists for wiki (docs), education (BFCT), development topics (vfx, cycles, animation).
- “Get Involved” at blender.org or wiki.blender.org



Who makes Blender

Blender Institute highlights

Content driven software development

- Cosmos Laundromat release (Animago Award, SIGGRAPH Jury Choice)
- Glass Half, OpenGL cartoon render short (selected for Electronic Theater)
- Caminandes 3
- Agent 327 "Barber Shop"




Blender Development

Roadmap


- ANNOUNCING THE CODING HOLIDAYS!



Blender Development

 Blender 2.75



 Blender 2.76



 Blender 2.77



2.75 July 2015
2.76 October 2015
2.77 March 2016
2.78 Sept 2016



Blender Development

2.76 2.77 2.78

- OpenSubdiv
- Cycles point density
- Viewport speedup
- Text effects sequencer
- Cycles GPU support volumes
- OpenVDB
- Cycles OpenCL AMD render
- Restore missing data for lost links
- 1000s of bug fixes
(2.78)
- VR Rendering
- Cycles microdisplacement
- Alembic
- Grease Pencil 2.0



Blender Development

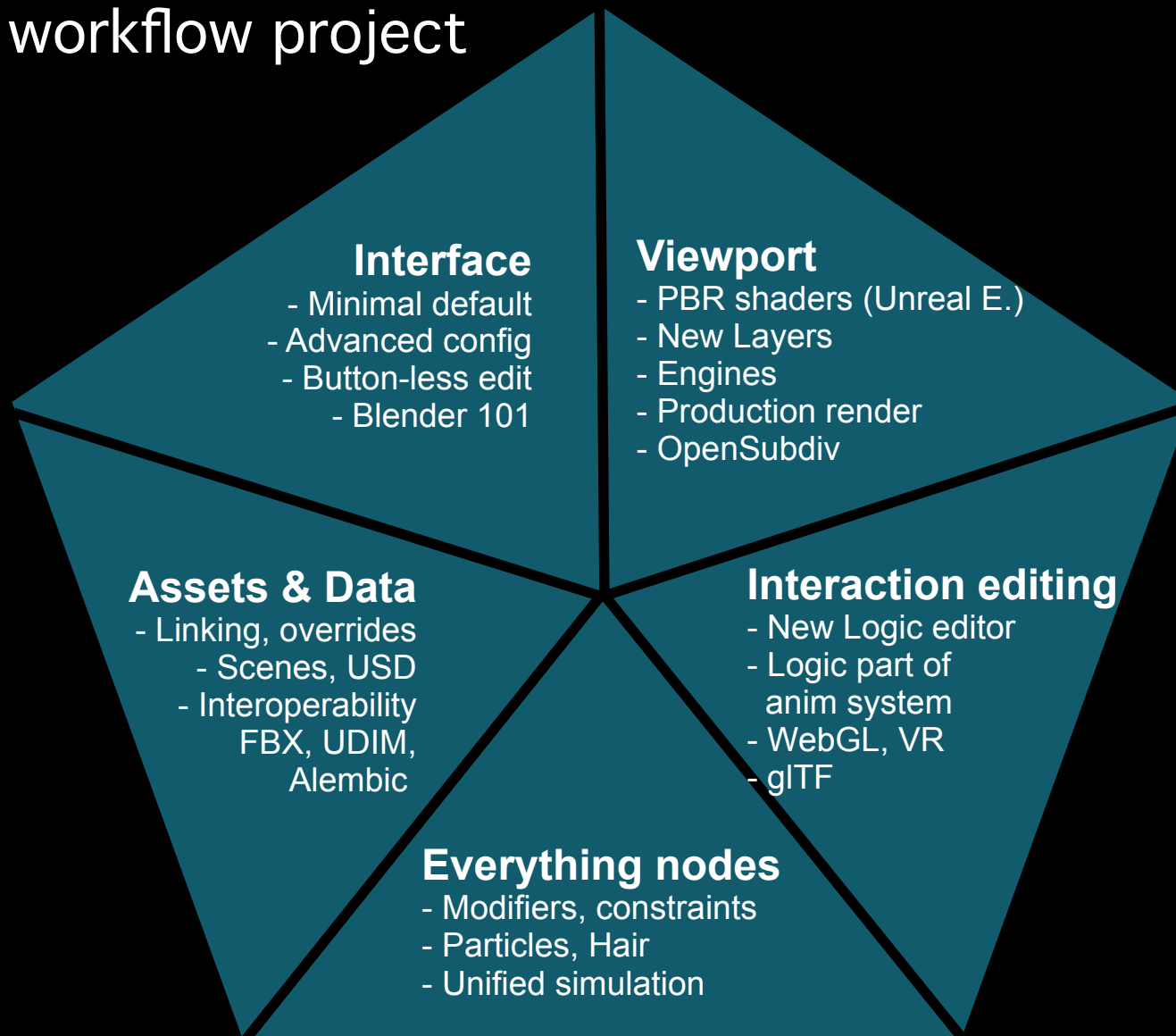
Current projects

- Blender 2.8 Workflow project started
 - reconfirm+upgrade 2.5 design docs
 - remove legacy code radically
(but bring back functionality with better code)
 - empower module teams to decide
 - focus: workflow
- Slow start... it's mighty complex and requires full time developers



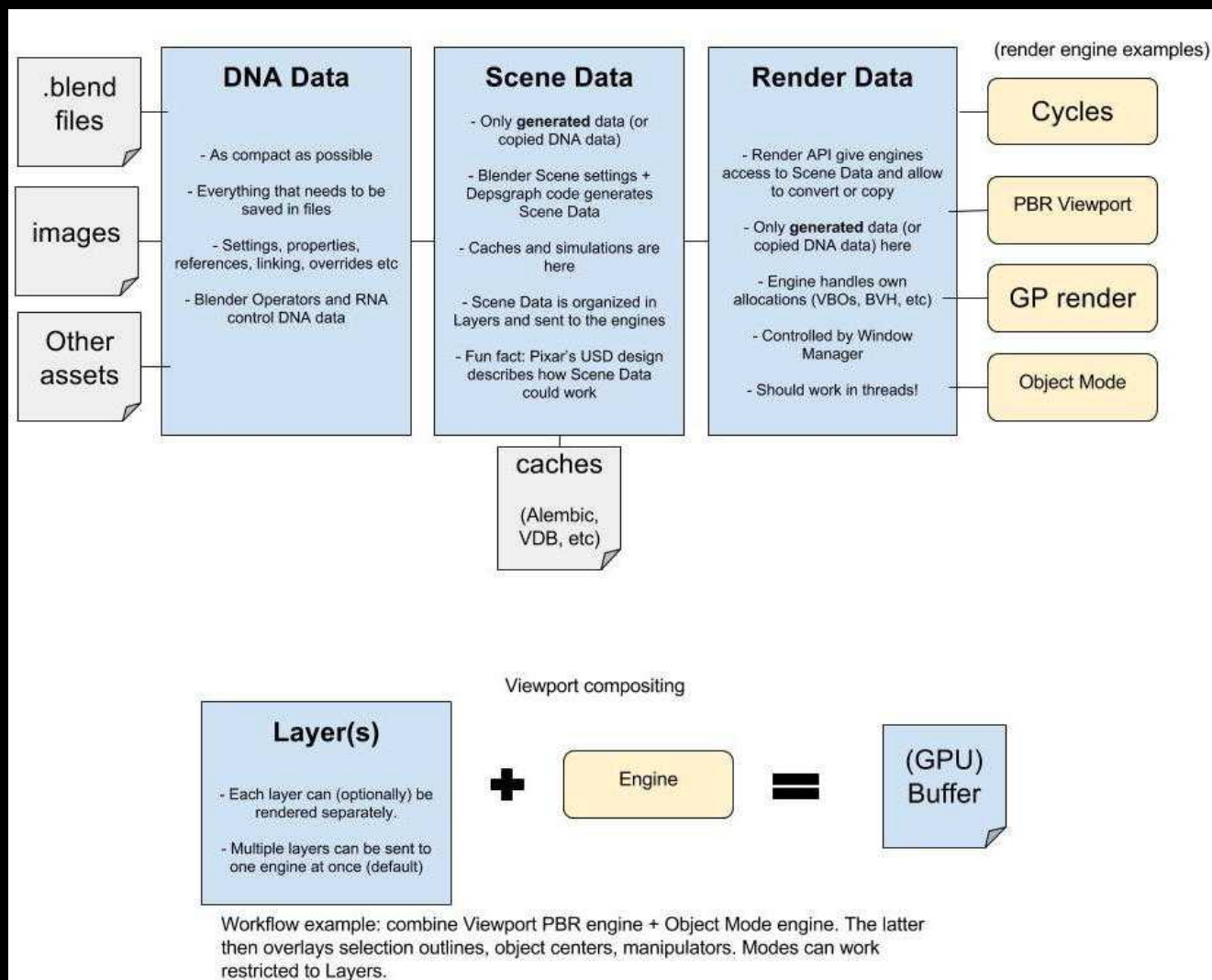
Blender Development

2.8 workflow project



Blender Development

2.8 workflow project





Blender Development

2.8 workflow project

Getting full time contributors

- Blender Dev Fund: 2-3 devs
Maintenance, bugs, reviews, low level architecture
- Blender Institute: 2-3 devs
Depsgraph, Cycles, coordination
- Nimble Collective: 1 dev
Asset management, Depsgraph
- AMD: 1 dev
OpenGL upgrade, viewport
- And...



Blender Development

2.8 workflow project

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OpenGL upgrade
- **Tangent Animation Canada: 3 devs**
Viewport, "everything nodes", Cycles

Run Ozzy, Run – By Tangent Animation, Toronto/Winnipeg Canada
Feature length animation movie, 100% Blender.
In cinemas this Fall (to be confirmed)





Blender Development

2.8 workflow project

Next steps

- More talks with studios and companies to hire devs, or to contribute to Development Fund
- Discussion topic: go to Kickstarter and get the last 2 devs, especially for UI and interoperability
- Get funding for a (series of) sprints to get the devs together

But... it's very exciting, we're getting there :)

Other projects


Blender at Annecy Festival and tradeshow





Other projects


Blender Network, connecting professionals


 Blender Network


ProfessionalsJobsEventsJoinContactSign in


Artists, developers, and trainers from all over the world


los angeles


 Brian Kumanchik
3D Artist/Animator

 Sean Kennedy
Compositing, 3D Generalist

Latest News

Improving the Search System
05 August, 2015  Network News

Introducing Geographic Search
11 May, 2015  Network News

Network News - December 2014
23 December, 2014  Network News

[+View all news](#)




Welcome

Blender Network is Blender Foundation's partnership program, an online directory and social network for Blender professionals.

Search our international list of **developers**, **artists** and **trainers**. Filter by location, skill, availability, or simply browse the map with our geographic search.

If you're a Freelancer, Academic or a Corporation, Blender Network is the place to be to get you out there. [Join now](#).

Featured Profile

 Robert Hunecke
Visualization, Animation & Compositing
Berlin, Germany  

My name is Robert Hunecke. I am a freelance 3D artist based in Berlin, Germany. I offer 8 years of production experience in Film and Games as a skilled generalist in Visualization, Animation and Compositing. I am available for contract work and [+Visit Robert Hunecke's profile](#)

Blender Cloud

OPEN PROJECTS

Full production data and tutorials from all open movies, for you to use freely.



Agent 327

Animation test for Agent 327 project.



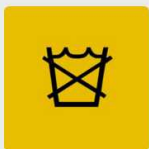
Caminandes: Llamigos

Experience the Patagonian winter, where Koro has to struggle and fight to get one berry. But this time, he is not alone!



Glass Half

Exploring cartoon animation and rendering in Blender's viewport - this 2015 short film looks fantastic in HD and even 4k.



Cosmos Laundromat

Aimed at becoming a feature film, the first



Monkaa

This Open Movie cartoon was made by Indian studio Weybec in 2014, funded by



Caminandes: Gran Dillama

"Gran Dillama". The second Caminandes

Blender Cloud

The open production platform

- All Open Movies and Blender Institute training dvds
- Texture Library, Character Library
- Services: file uploads, sharing, start own projects
- Film project Agent 327 "Barber shop"

Just 9.90/month. Helps the Institute!



Everything as Creative Commons, GNU GPL or Apache



More at Siggraph

- 3.30 PM: BLENDER SPOTLIGHT
artists / devs sharing work
- 6 PM: Hangout: Anaheim Garden Walk
(dunno which place, walk around)

(No tradeshow booth this year. Time, costs...)